

COMPANION PRODUCT FOR FURY<sup>3</sup>™

# 3 Add-On Planets for Fury<sup>3</sup>™

Runs Best  
on  
**Windows95**  
Also runs on  
Windows 3.1

Exclusive  
**FURY<sup>3</sup>**  
Level Editors

# F!ZZONE

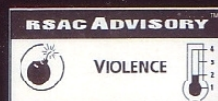
For Microsoft **FURY<sup>3</sup>**™

## INSTRUCTION MANUAL



REQUIRES REGISTERED  
VERSION OF FURY<sup>3</sup>™

WIZARD *Works*®





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F!ZONE CD

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## Minimum System Requirements

A full version of Microsoft® Fury<sup>3</sup> installed on your hard drive  
IBM compatible PC 486DX/66 meeting Microsoft® Fury<sup>3</sup> system requirements  
CD ROM drive  
35 MB of available hard disk space  
(with more needed depending upon the number and size of levels you create)

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## Installation of F!Zone

### Windows 95

- ① Have Microsoft® Fury<sup>3</sup> installed to its default location.
- ② Place the F!Zone CD in your drive.
- ③ Have Windows running, with other applications closed. Click **Start** then **Run**.
- ④ In the Run line, type the letter of your CD drive followed by :\\WIN95\\SETUP and press Enter or click **OK**. For example, if your CD drive is "D" type **D:\\WIN95\\SETUP** and press Enter or click **OK**.
- ⑤ Follow the on screen directions, accepting the default installation locations. (*If it can't find your Fury3.exe file, you didn't follow the default locations when you installed Microsoft® Fury<sup>3</sup>. Click the Browse button and manually locate the Fury3.exe file. The installation will continue properly. However, for best results make sure both Microsoft® Fury<sup>3</sup> and F!Zone are installed to their factory default locations. The manual assumes this.*)
- ⑥ F!Zone is now installed and ready to use!

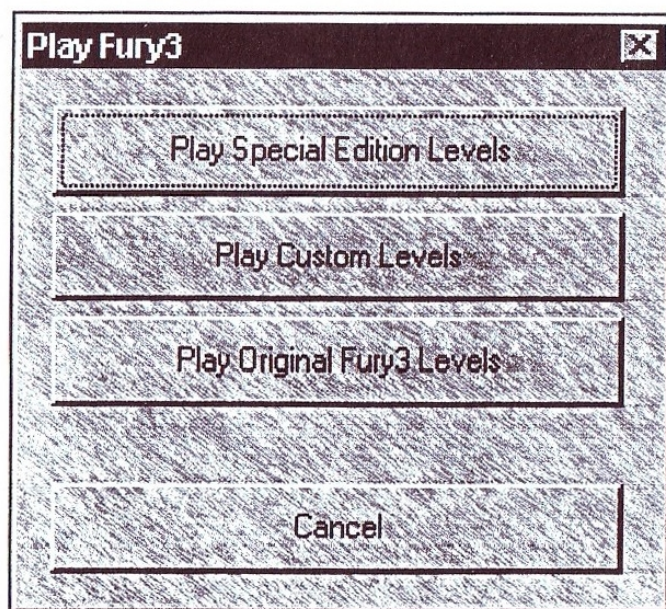
### Windows 3.1

- ① Have Microsoft® Fury<sup>3</sup> installed to its default location.
- ② Place the F!Zone CD in your drive.
- ③ Have Windows running, with other applications closed. Click **File** then **Run**.
- ④ In the Command Line, type in the letter of your CD drive followed by :\\WIN31\\SETUP and press Enter or click **OK**. For example, if your CD drive is "D" type **D:\\WIN31\\SETUP** and press Enter or click **OK**.
- ⑤ Follow the on screen directions, accepting the default installation locations. (*If it can't find your Fury3.exe file, you didn't follow the default locations when you installed Microsoft® Fury<sup>3</sup>. Click the Browse button and manually locate the Fury3.exe file. The installation will continue properly. However, for best results make sure both Microsoft® Fury<sup>3</sup> and F!Zone are installed to their factory default locations. The manual assumes this.*)
- ⑥ F!Zone is now installed and ready to use!



## Running F!Zone

- ① **Windows 95:** Click the **Start** button then **Programs** then **F!Zone** then **FURY3 EDITOR**. (You may want to create a shortcut to **Fury3 Editor** on your desktop.)  
**Windows 3.1:** Open the **F!Zone** program group and double-click the **Fury3 Editor** icon.
- ② When the **Fury3 Editor** screen appears you may play the new **F!Zone** Special Edition levels by clicking **File** then **Play Fury3**.
- ③ At the Play Fury3 dialog you have 3 choices.



- ④ To play the new levels included with **F!Zone**, click **Play Special Edition Levels**. Or click on your choice. Use the **Fury3 Editor** Instructions in the following chapters to create your own new levels for Microsoft® Fury<sup>3</sup>. *You must create at least one new level before you can Play Custom Levels.*
- ⑤ Microsoft® Fury<sup>3</sup> is now launched using your choice of levels. If you want to see the Videos played between mission, you must have the **F!Zone** CD in your drive as you are playing.
- ⑥ Have Fun!!!

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## Playing Bonus Audio Tracks

You can play the Bonus Audio Tracks on a regular audio CD player as you would any other audio CD.

**CAUTION:** Do not play the first track on an audio CD player. It is a data track and was not intended for audio playback.



## Using Fury3 Editor to Create New Levels

**Fury3 Editor** is a powerful utility that you can use to create new Worlds for Microsoft® Fury<sup>3</sup>. Were the original levels too hard? Too easy? Do you want to name the enemy ships after the neighborhood bully? Now it is up to you to be the creator of not only what the Worlds look like, but also of an entire Fury<sup>3</sup> story! Use these **Fury3 Editor** instructions to guide you through the creation of your own worlds.

*A helpful note:* Keep the manual at hand as you create your first few levels. You may want to keep a notepad handy to aid in designing levels. The levels are large and the choices many. Experimentation with all your options is the best way to learn how to create wonderful Microsoft® Fury<sup>3</sup> adventures!

### Creating a New World

The first thing to do is create a new level. Click **File** then **New Level**.

**Fury3 Editor** will ask you some questions about the world you wish to create.

- ❶ **SEED:** This is a random number that is used when generating the terrain. You can use values from 0-32768. You may wish to write down this number so that you can recreate the terrain if you like it. Type in your number (let's use **42**) and press **Enter**.
- ❷ **CORNER HEIGHT** and **CENTER HEIGHT:** These are used for the lowest and highest points that are created in your world. The range of valid values is 0-255. The world is built from the Corner to the Center of the world map. If you want a very mountainous world, use a Corner Height of 0 and a Center Height of 255. If you want a flatter terrain, use closer values. (For a starter, use **Corner =20**, and **Center =220**.) You can also reverse the order and go from 255 to 0 and make some interesting terrain.
- ❸ **SMOOTHING FACTOR:** This value determines how much to smooth the rough terrain that was created on your world map. You will get more rolling hills and smoother transitions from ground to mountains as you increase this number. You can use the values 0-255, but generally you will use 2 or 3 for best results. Don't go beyond 10. Type **2** and press **Enter**.
- ❹ **LEVEL NAME:** You must now name your level. **DO NOT** change directories. Just type in a name 8 characters or less. (For now, let's just call it **TEST**.)

### General Fury3 Editor Information

When you have a level open, but are not in any of the specific editor portions, the name of the level is displayed on your screen. You may then choose from the commands on the Menu Bar. When you are in one of the texture portions, **Fury3 Editor** displays the screen with the map of the terrain in the center and various pieces of information around the borders. The Zoom is displayed in the upper right corner, the Altitude in the upper left corner and the (X,Z) world coordinates in the lower left. When you are in a texture portion you will see the current texture in the lower right corner. **Press ESC to exit any of the editor screens.**

**Fury3 Editor** uses a left hand coordinate system, where **X is the left-to-right**, **Y is up-and-down**, and **Z is forward-and-backward**. It starts with the coordinate (0,0) in the lower left corner and (256,256) in the upper right corner of the map. The center is



at (128,128) and the world wraps around on its edges. As you reach a 256 boundary, it wraps you back to the 0 boundary and continues you on your way. The world is seamless and allows you to travel wherever you wish.

It is a great idea to lay down as much information as you can on paper before you get into level design. Draw the map and put down where you would like things to generally be placed. This will enable you to keep some kind of order and also have a clear goal as to what you want your world to do. Don't just wander around the map placing items with no plan. Remember, you are the creator of a world, not an unorganized junkyard. (For your first level, TEST, don't worry much about design. Just experiment with the **Fury3 Editor** commands and functions.)

### **Ground Altitude Editor**

This creates or modifies the altitude of the ground in your world. It is what creates mountains, foothills or depressions. Click **Tools** then **Ground Altitude Editor**.

These Keys execute their corresponding features:

Arrow keys	moves around the world map
Shift + Arrow keys	moves around the world map faster
Spacebar	enters in an altitude for the currently point or selection (0-255)
[ , ] brackets	lowers or raises altitude 1 point at a time (0-255)
Left Shift + [ , ]	lowers or raises altitude 10 points at a time (0-255)
F6	expands the cursor range (expands 5 times then goes back to 1)
+ , -	zooms your view (0.5 to 16 times)
G	go to specific NAV points you have defined (press G again to enter an (X,Z) coordinate to jump to)
R	raises all lower altitude points to this altitude
Pg Dn	rotates view clockwise
End	rotates view counter clockwise

### **How to Use the Ground Altitude Editor**

Use the arrow keys to move around the world map changing altitude points to suit your idea of how the terrain should look. After generating your random terrain when you created this level, this is the "tweaking" stage.

Go to a *relatively uneven area* you wish to build into a mountain. You don't want to go to a flat area or it will just create a plateau. Press your F6 key to expand you cursor range. Start raising up altitude points slowly using the [ ] keys until you get a good, uneven look. To adjust the final shape of the mountains, press F6 until the cursor range is back to one and adjust the final shape. There is your mountain!

You will also want to create some flat bases for all the squares you will be placing models (enemies) onto so that they will not float off the ground or sit teetering on a single spike of ground. Do this by pressing F6 to expand your cursor range. Press Spacebar and type an altitude similar to that which is displayed. Press Enter. Done!

It is a very good idea to finish creating the entire world's terrain before texturing the world (next section). The Fractal Landscaper uses the altitude points to determine where texture transitions take place, so you will want to have your terrain, or Ground Altitude, just the way you want it before placing textures.

**Press ECS to exit this screen and save your changes.**



## Texture Placement Editor

Click **Tools** then **Texture Placement Editor**. This portion places textures (designs or colors or images) on the squares of the world map. The textures, along with the terrain, are what make the worlds look unique. This creates bases or lakes or rivers or snowcapped mountains. **Press ECS to exit this screen and save your changes.**

These Keys execute their corresponding features:

Arrow keys	moves around the world map
Shift + Arrow keys	moves around the world map faster
Spacebar	places a texture down on the surface
Ctrl + Space	grabs a texture from the current cursor window position
[ , ] brackets	moves through the list of textures in the lower right corner
Left Shift + [ , ]	moves through the list of textures 10 at a time
F6	expands the cursor range (expands 5 times then goes back to 1)
+ , -	zooms your view (0.5 to 16 times)
G	go to specific NAV points you have defined
	press G again to enter an (X,Z) coordinate to jump to
Pg Dn	rotates view clockwise
End	rotates view counter clockwise
W	blows up a texture to see detail
R	creates a random Fractal Landscape (see section below)

### How to Use the Texture Placement Editor

Remember, place your textures **AFTER** you have created your terrain (Ground Altitude Editor).

Use the arrow keys to move around the world map changing textures to suit your idea of how the graphical appearance of the world should look. You can place each of the 65536 textures manually, or you can use the Fractal Landscaper (see below) to do it automatically. We suggest the Fractal Landscaper!

This is the "tweaking" stage, after generating your random Fractal Landscape. The selected texture is displayed in the lower right corner. You scroll through the list of available textures by pressing [ or ] , or Left Shift + [ or ] to scroll faster. You place a texture in any square (or range of selected squares) by pressing the spacebar when you have your desired texture selected. You will see the change take place on the world map.

The Fractal Landscaper creates much of the needed texture, but not all of it. You must still place the bases and add final touches. There is no real way to get it perfect the first time, but getting enough done to the terrain at the beginning and using the Fractal Landscaper will save you hours of tedious work fixing worlds that you have created.



**F!ZONE User's Guide**

Some base textures are comprised of a series of textures which cover many squares on the world map. Textures for a base are listed in order as you scroll through the files. Typically, this is how they should be arranged on the map so that they fit properly:

Texture1	Texture2	Texture3
Texture4	Texture5	Texture6
Texture7	Texture8	Texture9

If you have changed your rotation of the map they may not fit. When you place the first 2 or 3 textures you will see right away if your rotation is not aligned. If the textures are not lining up, you must change to the proper rotation (using the Pg Dn or End keys) and then replace the textures.

**Hint:** Once you get into advanced level design, you can place your NAV points after you use the Fractal Landscaper but before you place base textures and tunnel textures. This enables you to jump from one location to another quite quickly, and you will then be sure you are at the proper location for your base.

**Fractal Landscaper**

When you are in the Texture Placement Editor portion you can press the letter **R**. This will help you texture your world in a snap! Start by answering **Yes** to create it.

Then you must enter the **Number of transitions**. The transitions are the changes in texture type (i.e. water to dirt, dirt to grass, and grass to rock). The number of transitions is how many times the type changes, like 3 for the example above. Type **3** and press Enter. You cannot enter more transitions than the Run is capable of.

The following table lists the available RUNS (see below) and the maximum transitions available for that run:

Run	Max Transitions
Egypt	3
Fog	3
Paradi	4
Pyrmid	2
Redsrf	2

The next item you are asked for is the **Blending Factor**. This is the amount of variation given between altitude points that lets textures creep up or down the hillsides for a more natural looking world. A good value to use is 32, but if you want a distinct line of transition from one texture to another you should use a blending factor value 1. For now, type **32** and press Enter.

Now you must enter the base name for a **Run of Textures** used for transitions. These are listed in the table above. Type **EGYPT** and press Enter.

The last things to be entered are the **Altitudes at which transitions take place**. These are the altitude points where we go from one texture type (water) to the next texture type (dirt). You will enter the altitudes at which these transitions occur. *The number of altitude entries will actually be one less than the number of transitions you entered.* Type **70** at transition altitude #1 and press Enter, and **170** at transition altitude #2 and press Enter.  
(e.g. texture run - transition altitude - texture run - transition altitude - texture run)



Once you have entered all the values, the world texture will be generated and you can evaluate how it looks. If it does not meet your needs, or one particular run of textures is too overpowering, just press "R" and do it all over again! It is in your best interest to make sure you really like how the texture looks before you start placing bases and tunnels. This will keep you from scrapping the level and starting over in frustration. Tweaking is easy, re-doing everything hurts!

Enemy Editor

Before you can place enemies in the world you must define them. This is where you set up all of the characteristics of an enemy before adding them to a level.

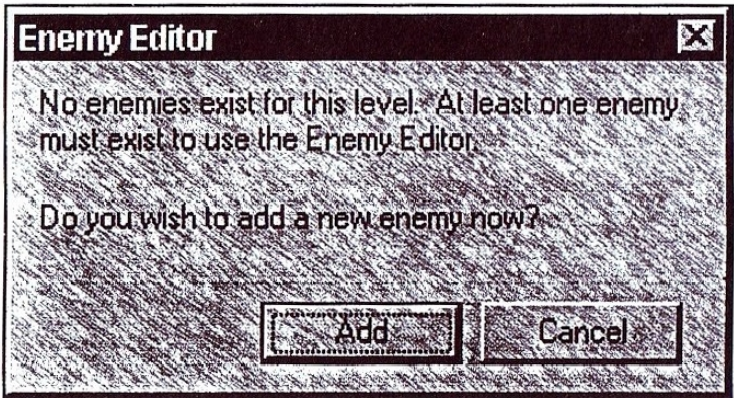
These Keys execute their corresponding features:

[ , ]	brackets	scrolls through the list of enemies defined in the level
N		adds in a new enemy definition into the list

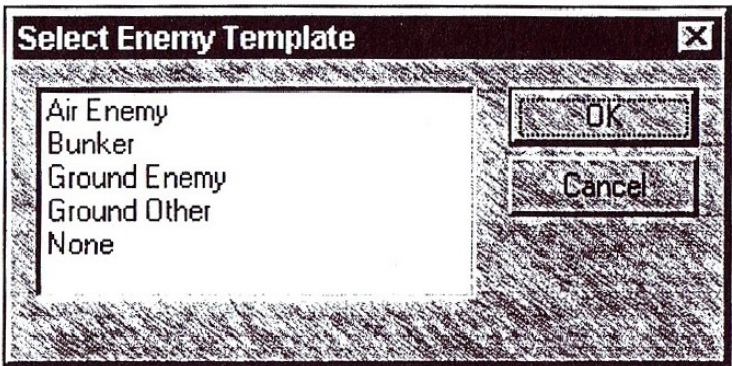
Press ECS to exit this screen and save your changes.

How to Use the Enemy Editor

The first time you open the Enemy Editor in a new level, you will be see the dialog below. Click **Add**.



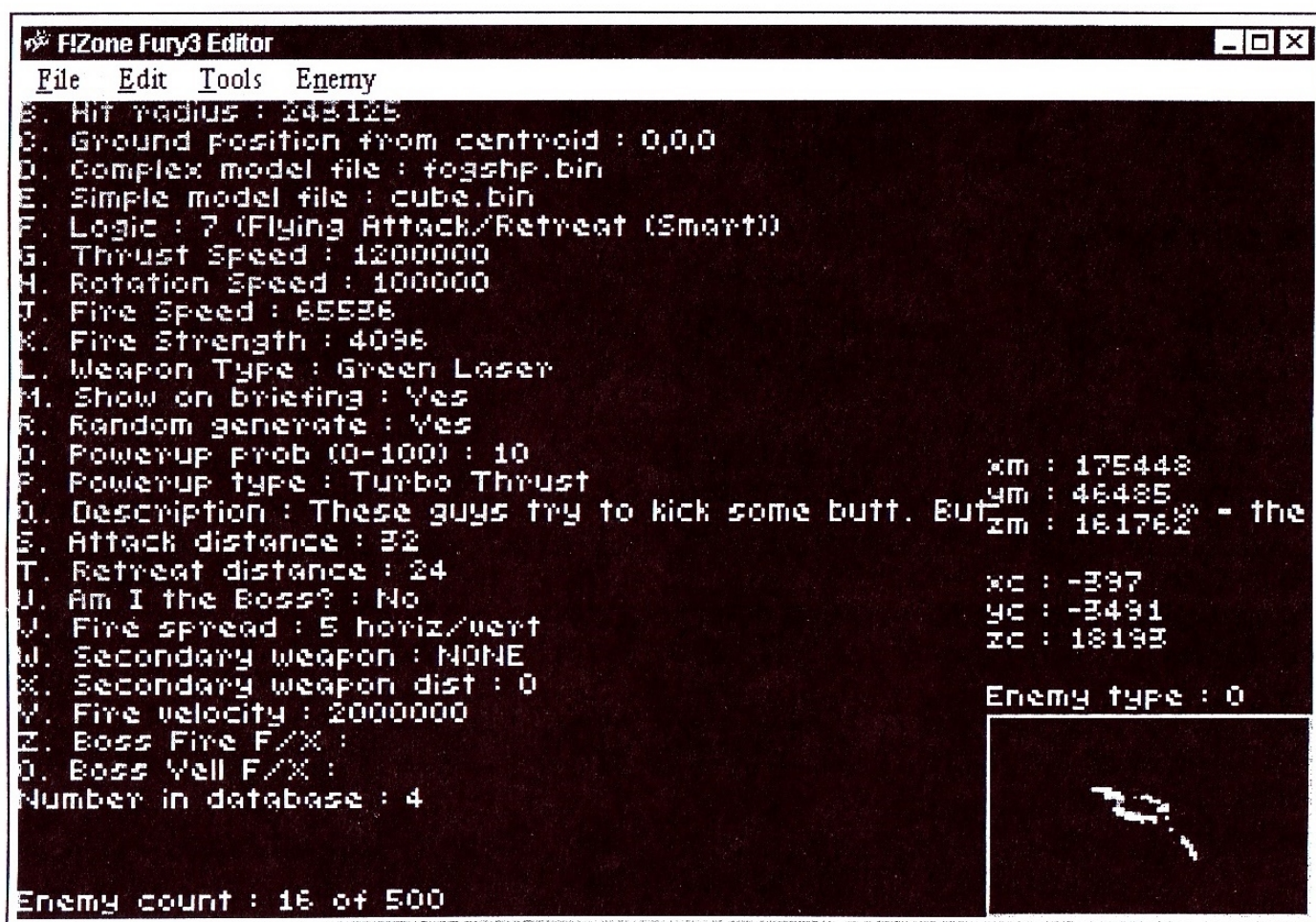
You will then be asked to select an Enemy Template. You can select whatever you want, but for now let's select **Air Enemy**, and click **OK**. You can go back and add other Enemy Templates and other enemies at any time after adding the first one.





## FIZONE User's Guide

You will now see a display similar to the one below. It is a list of fields, each of which can be changed by pressing the appropriate letter or number on the left.



### Description of the Fields

Press the respective letter to change field attributes of the following list. To add another type of enemy, Press N and answer Y for yes. Then, when you use the bracket keys [ ], you will see another enemy type in the lower right corner. You can then change the attributes for that enemy. You will want to add a bunch of enemies at this screen, because only the enemies you add here will be available at the Place enemy command (see below),

**B • Size** *Don't worry about this field.*

#### C • Ground Position from Centroid (X, Y, Z)

This entry allows you to move an object in any direction from where it would normally be placed into the world. We never change the X or Z coordinates since we can do that in the Move Enemies option. But we may want to change the Y coordinate if we want an object to float off the ground. The number that you will enter should be based on how big the object is and how many times that size you want it off the ground.

#### D • Complex Model

The complex model is the model type that you see when you are close to any object that you are fighting or trying to destroy. You may type in a model name if you know it. Or select this option from the pull down menu, and then pick from a list of models defined in the game. Experimentation is the key to finding the enemy you want.

**E • Simple Model** *Don't worry about this field.*

#### F • Logic Types

There are a lot of different logic types in the game. It helps to just look through them and see what you would like to try. To cycle through the list of logic types, press the F



key until you get to the one that you want. Once you reach the end of the list it will cycle back to the beginning.

### **G • Thrust Speed**

The thrust speed is how fast a flying ship moves around in the world. For a ship to move one square a second it needs at least a thrust speed of 65536. This is the speed that it takes for that ship to fly through one square per second. There are other factors that affect it, such as the size of the ship, so you may want to adjust the settings to see what you like best. Bigger ships should move slower. We typically use about 80000 to 90000 for standard ships and we sometimes go up to 130000 for fast ships.

### **H • Rotation Speed**

The rotation speed is how fast a ship can turn as it moves. The lower the number the wider the turn that it takes. A rotation speed of 65536 will allow the ship to make one full revolution in one second. We typically use very high turning speeds so you do not always run into the ships that are attacking you. The normal values we use are between 80000 to 120000. When a ship turns away, or comes to attack, is determined in the Attack and Retreat Distances.

### **J • Fire Speed**

The fire speed is how fast that the enemy shoots a single shot. The lower the value the faster the enemy will shoot. One shot per second is a value of 65536.

### **K • Fire Strength**

The fire strength is how much damage an enemy will inflict on the ship when it is hit. One hit point worth of damage is 4096, and your game ship can take up to 16 hits before being destroyed (that is a value of 65536).

### **L • Weapon type**

These are the list of weapons types that you can assign to any ship. To cycle through the list of weapons types, press the L key until you get to the one that you want. Once you reach the end of the list it will cycle back to the beginning.

### **M • Show on briefing?**

This option lets you toggle a flag (**Yes** or **No**) that will display this enemy type and description on the level briefing screen before you start a level.

### **R • Random Generate?**

This option lets you toggle a flag (Yes or No) that will allow the game to spawn new enemies as you fly around the world. You **MUST** place at least one of this type of enemy in your level before playing it or you may get an error message "unable to spawn copycat" as you are playing. This is because the game cannot find one of those enemies on the level to be randomly spawned.

### **O • Powerup Probability**

This will allow you to set the percentage probability that an enemy leaves behind a powerup when it is destroyed. The range is from 0 (for none) up to 100 (for always).

### **P • Powerup Type**

This will allow you to set which powerup is left behind by the enemy when destroyed. To cycle through the list of powerups, press the P key until you get to the one that you want. Once you reach the end of the list it will cycle back to the beginning.



### **Q • Description**

This is where you can type in some witty or funny description for the enemy. You may want to limit the length of the description to about 40 or 50 characters, and also limit the types of special characters that you enter.

### **S • Attack Distance**

The attack distance is the distance from you that an enemy will be before it turns to start attacking you. If an enemy is in retreat mode, it will move back to the attack distance setting before it turns to attack you again. We typically set the attack distance at about 24 to 32. We consider one square's distance to be 16 units.

### **T • Retreat Distance**

The retreat distance is the distance from you that an enemy will come to before it turns to run away. This value is lower than the attack distance. We typically set the retreat distance at about 16 to 24. We consider one square's distance to be 16 units.

### **U • Am I the Boss?**

This is a toggle for an enemy that we wish to designate as the BOSS. The BOSS will only be displayed in a level when you reach that particular Nav point where you go up against the BOSS (set in your Navigation Points). There will only be one of this enemy on your level.

### **V • Fire Spread**

The fire spread are the different styles that you can assign to an enemy for their firing characteristics.

### **W • Secondary Weapon**

The secondary weapon is another weapon that the enemy uses when it is in retreat mode. If you begin to follow an enemy, you may get attacked by its secondary weapon firing back at you.

### **X • Secondary Weapon Dist**

This is the distance at which the enemy begins to fire its secondary weapon at you. We typically set this to about 8 or 16. We consider one square's distance to be 16 units. You may want to increase it to 16 to 24 if you get pelted too much!

### **Y • Fire Velocity**

The fire velocity is the speed at which the enemy fire its weapons; actually, it is the speed at which the weapon shot moves through the environment. This value is about 1,000,000 for a shot to travel one square. We typically use between 1 million and 2 million for the firing velocity.

### **Z and 0 • BOSS Fire and BOSS Yell F/X**

These are wav files that the Boss plays as you are attacking it. You can copy your own .WAV files into the ...\\Microsoft Fury3\\SOUND directory. Then type in the filename at the Z or 0 fields.

**Press ECS to exit this screen and save your changes.**



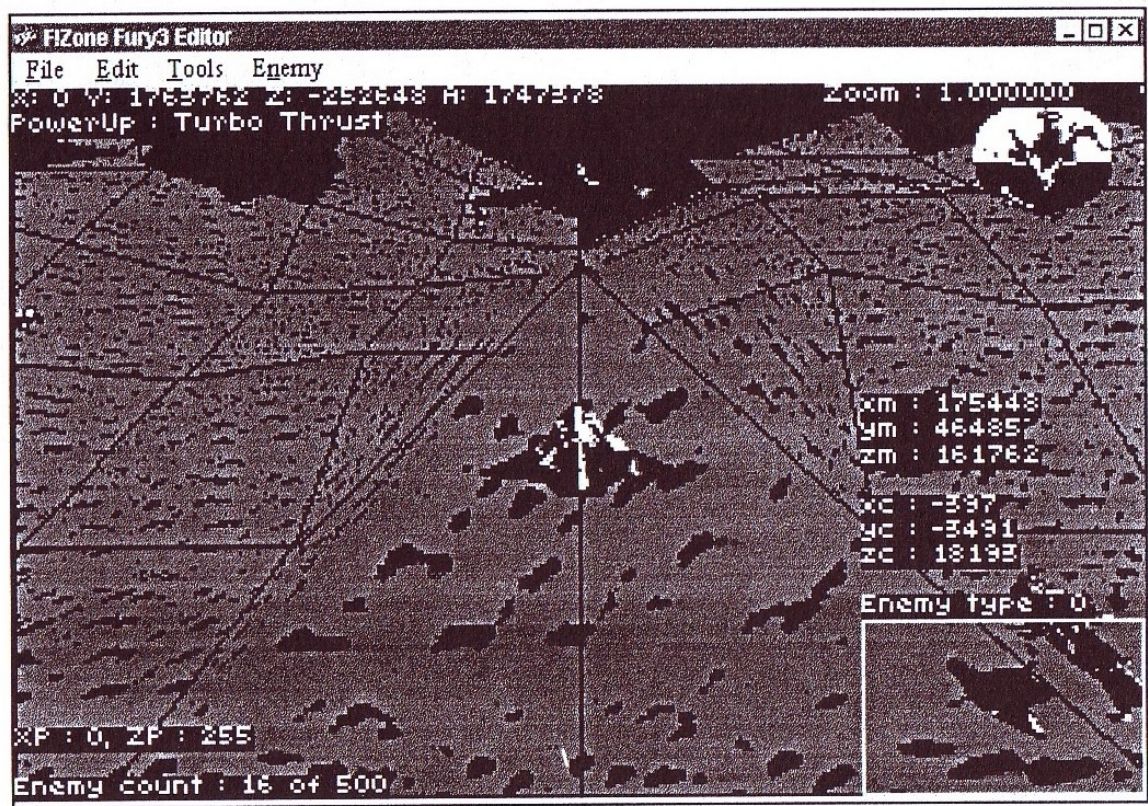
Placing Enemies and Powerups

These Keys execute their corresponding features:

[ , ] brackets	scrolls through the list of defined enemies or powerups
Space	places any enemy or powerup
Pg Dn	rotates the screen clockwise
End	rotates the screen counter clockwise
+ , -	changes the zoom factor
G	goes to specific NAV points that you have defined. press G again and enter in an (X,Z) coordinate pair to jump to.
S	sets the strength of an enemy (ONLY used in the Move / Edit enemies option)

There is a limit of 50 enemies that you can *define* on any level. (You define enemies in the Enemy Editor command.) The limit on the number of enemies that you can *place* in any level is 500. This includes all types of enemies and / or weapons bunkers in all places on the surface or in chambers (but NOT in tunnels since those are separate levels). **You must have at least one Enemy placed on a level or it WILL NOT work.**

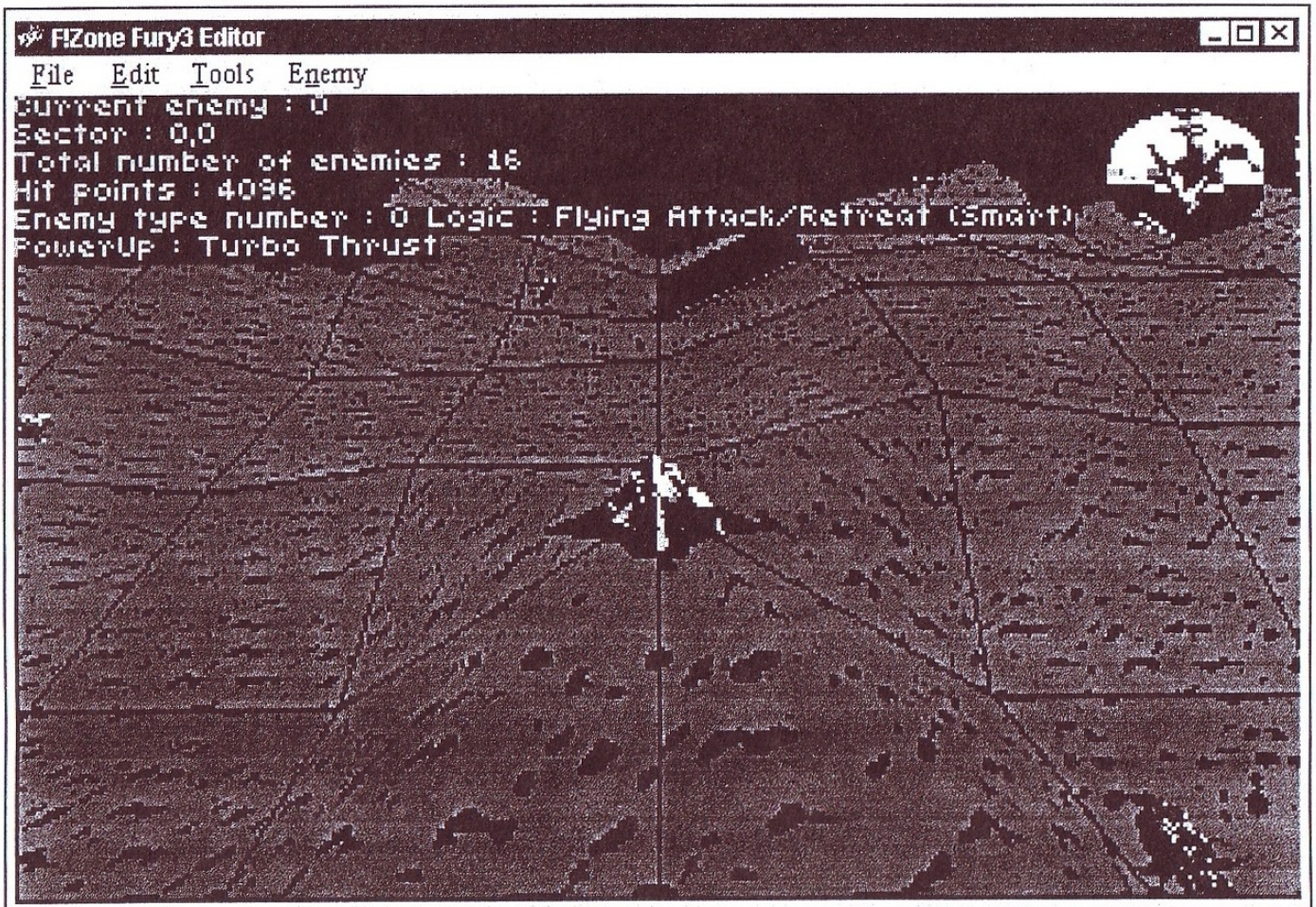
It is easy to place enemies and powerups. You select the **Place Enemies** option and then just move around the world and press Spacebar where you want to place the selected enemy. You will not receive any message that the enemy is placed, but you will see the enemy on the world map. The screen will display the zoom factor in the upper right hand corner. The enemy type number and a rotating picture of the enemy is in the lower right corner. You change the enemy or powerup by pressing the bracket keys [ ] .The type of powerup this enemy will yield when it is destroyed is in the upper left corner, and the (X, Z) coordinate and how many total enemies have been placed in the world thus far are at the bottom.



You can place powerups out in the open if you want, but on the normal world surface we placed enemy bunkers and gave them a 100% probability that they would spawn a powerup. You can see the explanation about Defining Enemies for a more detailed description. We do this so that you never know which powerup you are getting until you blow open the bunkers.



The display screen for the Move / Edit Enemies function displays more information for each enemy as you move through the list of enemies. All of these elements are displayed in the upper left hand corner as you scroll through the list. The display lists the Enemy # (used for the NAV Reference when you make a Target List), the Sector coordinates, the total number of enemies, the hit points for the enemy, the enemy type and logic assigned for this enemy, and what type of powerup the enemy yields when destroyed. The only elements that you can edit at this time are the placement of the enemy and the hit points for the enemy. Any of the other information displayed has to be changed under the Enemy Editor portion.



To change the *strength* of any enemy you select the Move / Edit Enemies option and then use the [ and ] keys to move through the enemy list. Once you find the enemy you want to change, press **S** and enter the number of hit points for the strength of the enemy. We use 4096 as the basis of a single hit point, so if you want an enemy to have 10 hit points you would enter in a value of 40960. Flying enemies we typically put at two or up to five hit points and we give buildings from 10 up to 50 hit points. You typically place the higher hit points on the objectives for a level than you do on the cannon fodder for the level. BOSSes are another story and their hit points are based on how hard you want to make them. We usually set them at 100 or 200 hit points, but you can give them more if you'd like.

To remove any enemies or powerups, you select the Move / Edit option. Move (using the [ and ] keys) through the list of items placed. Once you find the one to be deleted, press **D** to remove it from the list.

You need to watch how many items you place in one area. As you place more and more items, the game has to draw more and more detail, and deal with more and more at one time. The game may come to a crawl if you saturate any one area. So look at some of the levels that we have created, or you could just place them and see how slow it gets as you play. However, you may not want to do that because it probably wouldn't be much fun...unless you like to watch grass grow.



Tunnels

Tunnels are a different aspect of level creation because they are actually separate levels in and of themselves. You can have any number of tunnels on a planet, but once you get about a dozen or so on any one level it will be next to impossible to keep track of them. The Tunnel Editor simply creates or deletes tunnels in your main level, and fine tunes their coordinates. The Tunnel Segment Editor (described later) is what changes the appearance of your tunnel.

Tunnel Editor

With a level open, click on **Tools** then **Tunnel Editor**. You will now see a **Tunnel** command on the menu bar. Click **Tunnel** then **Add Tunnel**. You will be asked to **enter the name of the tunnel**. This is entirely up to you, but some convention should be used to make it easier. For example, if the main level is named TEST you could use TEST-T1, TEST-T2, TEST-T3, etc., if you are going to have more than one tunnel. *The filename should be 8 characters or less.*

You will then be asked to **place the entrance and exit** somewhere on the world map. Use the arrow keys to move around the map. Click on the coordinates for the entrance and exit, respectively. The list of tunnels in your current level is now on screen. *You may want to write down these coordinates on paper so you can keep track of your tunnels for proper texture placement.*

If you wish to remove a tunnel from your level, just select the **Delete Tunnel** option from the Tunnels command on the Menu bar. You will be prompted for the *number* of the tunnel from the list of tunnels. Enter the proper number and it will be deleted. It should be noted that if you already created a reference to that tunnel in your NAV point list, you will now need to remove this reference completely or edit the NAV point list to reflect the change you just made (see Navigation Points section).

Tunnels are used in four different ways:

From a:	To a:
ground layer	ground layer
ground layer	chamber system
chamber system	chamber system
chamber system	ground layer

Tunnels are not reversible. You cannot travel through Tunnel A to a chamber and then back to the ground layer through Tunnel A. You must create another Tunnel B from the chamber to the ground layer.

The Tunnel / **Move Tunnel** option from the Menu bar allows you to **fine tune** your placement of tunnel entrances and exits. You should not have to do this; the default placement should center the tunnel just fine. You zoom in on the grid and slowly move where you wish the tunnels to be. You will be asked to move either an entrance or exit; type **1** for Entrance or **2** for Exit. You then scroll around the world to the square where you want to move the entrance / exit to and press Spacebar to make the change take effect. White outlines show where tunnels are. Textures show the holes.

**IMPORTANT:** This is the fine tuning step that enables you to center of the tunnel onto the center of the black area of any texture being used as an entrance or exit. Black is a mask color for the game; it does not draw that color when you are playing a level



(unless you set the tunnel attributes to a "hidden" status). When you are playing, the game will load in the first five sections of any tunnel. When you fly over the tunnel you will be able to look down the tunnel to see what it looks like.

Also, make sure the altitude points of the top corners of a tunnel entrance/exit square are the same, and that the altitudes of the bottom corners of those squares are the same. You do this at the Ground Altitude Editor. This makes it easier to fine tune the tunnels and it helps eliminate potential problems of things not lining up correctly.

**IMPORTANT:** If your tunnel is not centered, you may not be able to see into, or enter, a tunnel you have placed in the world. Also, if the tunnels are not aligned properly, and you have a tunnel as one of your NAV objectives, the game will not allow you to proceed since you cannot complete that objective.

### **Edit Tunnel Attributes**

#### Textures

You must first specify which tunnel to change by typing its number and pressing Enter. You may change the textures for the entrance or exit by pressing **2** or **4**. Then you may type in the texture filename you wish to use. These can be any of the textures you see in the lower right corner of the Texture Placement Editor window, although you should pick one that has the black tunnel hole in it.

A thumbnail image of the texture **WILL NOT** appear when you are in the Edit Tunnel Attributes window. You must scroll through and find a texture when you are in the Texture Placement Editor. Write down the filename of the .RAW file you want. Then use it when you are at the Edit Tunnel Attributes window. Be sure to **USE THE CORRECT TEXTURE NAME** in order for the game to continue properly. *Basically, make sure you TYPE THE NAME CORRECTLY and enter the .RAW extension after the name.*

#### Logics

The other elements that you can change are the Entrance and Exit Logics used. Cycle through the available logics by pressing **5** or **6** until you get the one you want. The Logics allow you to set how the tunnels are viewed or used in the game.

- ❶ "Use ground texture (hidden)" uses whatever texture you placed on the ground instead of the entrance or exit texture named above.
- ❷ "Remain open" uses the entrance or exit texture named above and allows you to see into the tunnel as you fly above it. This is the logic you will probably use the most.
- ❸ "Remain open, but closed for BOSS" which is used when you encounter a BOSS in the game. This option uses whatever texture is placed on the ground (in the world map) and blocks the tunnel from being seen until you beat the BOSS. Once the BOSS is defeated the tunnel uses the tunnel entrance texture and opens up access to the tunnel.
- ❹ "Close upon entering / exiting" is used for a tunnel that leads into a BOSS chamber so that you cannot see where you came into the chamber. This is basically a little trick to make it seem as if you are totally cut off from the outside world and trapped in there with the BOSS. Once you defeat the BOSS you may see the tunnel you came from but you will be blocked from going back into it by electrical fields that block tunnel exits.



Exit into Chamber Y/N

This tells the game if you are using the chamber system and that it must work a little differently from a normal tunnel. Press **7** to toggle Yes or No. (A more in-depth explanation of how chambers work is given in the **Chambers** section later.) If you accidentally set this to yes, but are not using a chamber, the entire world will now be considered a chamber. As you now exit the tunnel and go back to the surface, everything will look and function quite strangely. It may look cool and bizarre, but it will most likely be unplayable! Simply change it back to N.



**Tunnel Segment Editor**

In order to use the Tunnel Segment Editor, you must have already created a tunnel by following the instructions in the previous section. If that is done, close down any levels you have open. Now, open a tunnel level. For example, if you named a tunnel TEST-T1.LVL, click **File** then **Open Level** and then select TEST-T1.LVL from the list of .lvl files. Then click **OPEN**. Your tunnel level is now open and you should see that the Tools / Tunnel Segment Editor command is now active. Click on that command.

These Keys execute their corresponding Moving features:

Up Down Arrows	moves forward or backward one section
Left Right Arrows	moves a section left or right one unit
Shift + Arrow keys	widens or shrinks a tunnel section's width and height
Q , A	lowers or raises a tunnel section
G	go to specific section of your tunnel
Pg Up	twists the tunnel clockwise
Home	twists the tunnel counter clockwise
Tab	turns the INFO display on or off
Shift + R	sets the rotation speed of a tunnel section (0 to +,- 360) (sets the speed per second, but can also be negative)

These Keys execute their corresponding Texture features:

[ ] brackets	moves through the list of textures one at a time
Left Shift + [ ]	moves through the list of textures ten at a time
Numbers (1 and up)	followed by T (i.e. 3 then T) number sets which tunnel wall section you want to place the texture on, and the T places it
C	copies the texture of the previous section to the current section
Shift + C	copies the texture of the next section to the current section
F	sets the flicker settings for a tunnel (range 0 = off and up to 4)
I	sets the ambient light level (how dark a section is)
Shift + I	sets the light intensity (how bright a light is in that section) (This is also the light level for lights and flickering lights. If a light is off {set to side 0} this does not get used in a section.)
Numbers (1 and up)	followed by L (i.e. 3 then L) the number sets which tunnel wall section you want to cast the light from, and the L lights it (press 0 + L to turn light off)
O	places an obstruction between tunnel sections (Then select from the list of obstructions displayed.)
W	blows up a texture for viewing detail
Shift + T	places a texture on certain obstructions (doors and blocks)
S	sets up standard tunnel sections that you may use (You must first create the tunnel sections using the S key before using the N key to set the number of sections.)
N	sets the number of sections that the tunnel has (Total number of sections that can be used is 6-90. Generally, don't go >50.)
R	creates a random tunnel. You can then change # of sections
J	joins together different sections you created
F3	same as R
F4	same as N
U	same as C



## How to use the Tunnel Segment Editor

When you open your tunnel for the first time, it will be green and 5 sections long. These steps will demonstrate how to change your tunnel segment attributes:

- ① Press **S** to set up sections. You are now at the User Input dialog:
  - For # of cells, type in, for example, **12** and press **Enter**.
  - For x-size type in **1024** (for a medium tunnel) and press **Enter**.
  - For y-size type in **1024** (for a medium tunnel) and press **Enter**.
  - For Waviness type in **2** and press **Enter**.
  - For Texture... type **N** and press **Enter**.
- ② This will bring up a list. Press, for example, **N** for a straight hex tunnel.
- ③ You are now back at your tunnel, and you must designate how many sections you desire. Press **N** and type **12** for the number of sections.  
(If you received a Fatal Error, go back into the Tunnel Segment Editor and do those steps again, being careful to follow the directions.)
- ④ Use your **J** key to scroll through the textures until you get to **10dest.raw**. Press **1** then press **T**. You will see the texture change. Press **3** then press **T**. You see another texture change, and see the changes in the INFO display on the left.
- ⑤ Press the **Arrow Up** key once. You are now at section 2. Press **C** to copy the previous section to your current section.
- ⑥ To save your changes press **Escape**. Click **Yes** to save.
- ⑦ Go back into the Tunnel Segment Editor and use any of the Keys listed above to make changes to your tunnel. Below are some hints and tips for using the Tunnel Segment Editor.

## Hints and Tips

There are many things that you can do to tunnels and a lot of cool effects that you can create. The best tip we can give you is to experiment with each of the options to see what you like best. Remember, even though you create cool tunnels, they do not stay cool if you cannot fly into them! You must go and fly through them as you make the changes to ensure a playable level. After you make some significant changes, put this level into a POD and give it a test spin (see **Playing Your New Worlds**). It is easier to fix things as you make the changes, rather than trying to fix a tunnel when you don't know which step you did wrong.

When you create new tunnel sections using the S key, you create any X number of new sections based upon what selections you choose. These new sections are created from your current position onward, and if you create a different style (octagonal instead of hexagonal) then these new tunnel sections will be disjointed. You will see a gap between them, but there are some solutions to this:

- Lower the light levels so you don't see the change.
- Place an obstruction in the way so you can barely see the change.
- Press J after moving into the next section so it will join with the previous section. The tunnel will twist to join the two sections as best it can. However, some strange things may appear depending on what you are joining, and *since you cannot un-join you will want to save prior to joining.*



Obstructions can be placed anywhere in the tunnel, but it is a good practice to keep them out of the first or last tunnel sections. They may not work or display properly as you fly through the tunnel if they are in the first or last segments.

Flickering lights placed in the tunnel environment use a different type texture than other textures. You may find that some textures will work just fine for flickering, but most were not made for it. Just keep trying until you get the exact look you desire!

A last note before the DON'Ts. Tunnel editing works best if you create things, save the tunnel then experiment for fun. If it doesn't work, just revert to your saved tunnel...

Now for the DON'Ts:

- Don't twist a tunnel too much using the Pg Up or Home keys.
- Don't make any segment too small - you must be able to fit in it.
- Don't make too many changes without periodically saving it.
- Don't create and edit your entire tunnel without flying through it at some point.

### **Placing Enemies and Powerups in Tunnels**

Placing enemies and powerups in a tunnel is quite easy. You select the Place Enemies or Place Powerups option and then just move down the tunnel and press Spacebar where you want to place the selected enemy. *You must have an enemy defined (see Enemy Editor section) or you will get an error.* Select the enemy by scrolling through the list using the [ and ] keys (please see the Enemy Editor section for more information). Rotate the enemies around, using the Pg Up and End keys, until you can see that they are coming at you. Keep them away from doors or obstacles since they do not check for collisions and will travel right through them.

To change the strength of any enemy, select the Move / Edit option and then use the [ and ] keys to move through the enemy list. Once you find the enemy you want to change, press **S** and enter in a number for the strength of the enemy. We use 4096 as the basis of a hit point, so if you want an enemy to have 10 hit points you would enter in a value of 40960.

To remove any enemies or powerups, you select the Move / Edit option and move through the list of items already placed. Once you find the one to be deleted, press **D** and it will be removed from the list. You cannot Move enemies or powerups in tunnels. Rather, you would delete it and then re-place it in the correct location.

Any enemies that you place in a tunnel must have a logic of "Ground Static" if they just sit in the tunnel, or "Tunnel Logic" if you want them to fly through the tunnel and attack you. *Do not use any other logic type.* Also, do not place any enemies in the first two tunnel sections or they will bombard you right away or just fly right by.

Any powerups that you place in the tunnel need to be kept inside the boundary of the tunnel or you will be unable to pick them up (please see the **Placing Enemies and Powerups** section for more detail).

The length of the tunnel (number of tunnel sections), the number of textures placed in the tunnel, and the number of enemies and powerups placed in a tunnel will all affect the loading time of a tunnel. The more that you place in there, the longer it will take to load, so you should be careful about how complicated you make tunnels.

Also, to help orient you in the tunnels, the game will automatically snap you to a normal position once you enter the tunnel so that you know which way is up.



## Chambers

Chambers are a unique feature of Microsoft® Fury<sup>3</sup>. To create chambers you must first select an area of the map in which you wish to place the chamber and then raise all of the altitude points in that area up to 255. Then you hollow out smaller areas that become your chambers. Tunnels are used to connect these chambers to each other and to the outside world.

You want to select an area that is far away from your normal course of game play, since you have to do things a little different than the normal game. Typically we use the center area of the map for chambers and the edges of the map for normal game play. It is easier to deal with and we always know where the chambers are located. Use your NAV points (described below) to guide the gameplay away from the raised chamber areas.

You must flatten out an area of about 40 by 40 (or larger) squares to an altitude of 255 in the Ground Altitude Editor. You then select a smaller area (i.e. 10 x 10 squares) within that larger area, and then lower the altitude points to start creating the chamber ground area.

The chamber ceiling area is automatically created by mirroring the ground area and flipping it to form our ceiling. Chambers can be as long as you wish. The only limitation that we place on chambers is that they can only be ten (10) squares wide (or 10 squares across as X increases). We must do this so the automatic chamber ceiling texture references will work. The ceiling texture for each individual square of chamber ground is represented by the texture 10 squares to the right of it (as X increases).

You must have your rotation (using Pg Up and End keys) set so that *as you move to the right, your X value increases*. On the next page is a sample of a basic chamber. Notice how the coordinates change. Place your ground textures for the chambers, then place your textures for the walls, then place your ceiling textures. Setting up the ceiling textures is tricky, and it will take a few tries before you are a pro.



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GW =ground wall texture CW =ceiling wall texture  
G =ground texture C =ceiling texture  
Z =any Z coordinate (there is no limitation on the length of chambers)

0,Z	10,Z 11,Z																		20,Z
GW	GW	GW	GW	GW	GW	GW	GW	GW	GW	CW	CW	CW	CW	CW	CW	CW	CW	CW	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	G	G	G	G	G	G	G	G	GW	CW	C	C	C	C	C	C	C	C	CW
GW	GW	GW	GW	GW	GW	GW	GW	GW	GW	CW	CW	CW	CW	CW	CW	CW	CW	CW	CW
0,0	10,0 11,0																		20,0

We use the tunnels as a way of transitioning from our normal world to our chamber world and back again. You must have a tunnel leading into the chamber, and you must designate, in the Edit Tunnel Attributes of the Tunnel Editor, that this tunnel exits into a chamber. You must also have ANOTHER tunnel leading out of the chamber (this one does not exit into a chamber). Remember, tunnels are one-way passages. If you plan out your chambers ahead of time you can make lot of twisting areas and unique designs, the only drawback is setting up the texturing for the ceiling.

Always remember, the ceiling texture for each individual square of chamber ground is represented by the texture 10 squares to the right of it, as X increases.

Place Enemies and Powerups just as you would in the normal part of the world level. Placing a BOSS in a chamber is very common. Check out the F!Zone missions for clues on how your chambers can look.

Navigation Points

These Keys execute their corresponding features while in Map View Mode:

Arrows	moves around the map
+ , -	zooms in and out of the map
L	turns the legend on / off
I	turns the information display on / off
J	jumps to any (X, Z) coordinates

The Navigation or NAV system is used to direct the game play of a level from the start to the objectives to the ending jump zone.

Select **Place Navigation Points** from the **Tools** menu. You will then see a **NAV** menu command. To add in a NAV point, select **Add Nav Point** and move around the world with the arrow keys. Once you have selected where you want to place the NAV point, you move the mouse cursor to that position and click the left mouse button. You will then be returned to the NAV list display screen where you designate which type of point it is to be.



**Hint:** Start by placing NAV Checkpoints rather than targets. This lets you fly through the world quickly without chasing down enemies. You still place your “targets” and can fiddle with their hitpoints, and when you are satisfied, then you can make them into NAV Targets. Then go back and delete the Checkpoint and Add the Target List.

If you have set up your world texture, you will see where you have all of your target bases and other items, like tunnel entrances and exits, which makes things a lot easier to find. Once you click where you want to place the NAV point, you select what type of entry you want this to be by typing the number to the left of it:

- 0. Target List
- 1. Tunnel Entrance
- 2. Checkpoint
- 3. Jump Zone
- 4. Tunnel Exit (Automatic after a tunnel Entrance)
- 5. Boss
- 6. Start Point

A **Target List** is a list of enemies that you have placed in the world that you want to have destroyed. You typically will go from base to base and find out which buildings and targets you want to destroy for a particular area, and enter in those enemy numbers. The enemy numbers are obtained from the Move /Edit Enemies option, where it displays the Enemy # as the first line in the upper left hand corner. Write down all of the enemies that you want for a particular base and use these for the Target list.

It asks how many targets there are. The maximum number of targets for any NAV point is 12; but if you have that many targets, you need to thin them out or make two different NAV points where you can break the list apart. Remember, the more items you have in one area, the slower the game will play.

A **Tunnel Entrance / Exit** NAV point is one where you direct the player into a tunnel or chamber system for the purposes of exploration or to lead them into the BOSS chamber and the end of the level. If you do not place a tunnel in the NAV list it is a hidden tunnel where you can place lots of powerups or lead to another area of the world for exploration purposes.

A **Checkpoint** is used to direct the player to a certain area of the world so that we can make them follow the assigned path that we have designed. We only really need to use these if we want the player to proceed on some set line of attack so that our next NAV point is approached from the right direction.

A **Jump Zone** is the way that we end a level in normal game play. This is the warp gate item that you fly over to exit a planet. However, you do not have to use this to end a level. Once the game reaches the end of the NAV List it will end the levels automatically. You could have the level end after coming out of a tunnel or after finishing some crazy battle over a base.

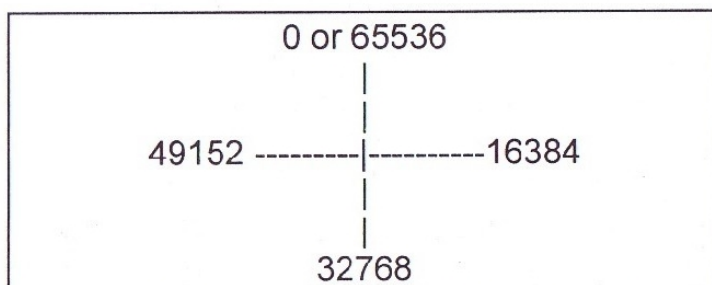
When you select the **BOSS** entry, you will first have to enter in the enemy number for that BOSS. You find this from the Move / Edit option as you scroll through the list of entries. Next you enter a MOD file name. This is the music file that is played for a BOSS. If you don't know any of the other MOD file names, use BOSS.MOD as a default. The next portion of the BOSS definition is to define the number of secondary targets, like the BOSS shield bunkers that protect a BOSS, and the enemy numbers for those items. You can have many secondary targets that **MUST** be destroyed before you can attack and hurt the BOSS. These items are usually the BOSS shield



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bunkers or any other items that help protect a BOSS. Once these are destroyed the BOSS health meter will be displayed and you can begin to wail on the BOSS.

The **Start Point** is the NAV point where you start each level. If you selected Start Point, you will be asked to enter in your pitch, bank, and heading. The pitch and bank are not used in the game; it is the heading that you use. The heading is the direction that you face when you start flying. The range of values goes from 0 up to 65536. Each 90 degree increment is 16384 in value and each 45 degree increment would be 8192 in value.



Typically, we try to point the ship at the first NAV point after your starting point so that you do not have to orient yourself in the world before going into the action. (i.e. Type **0,0,16384** if you want to start the level facing east.)

**IMPORTANT:** It should be noted that the enemies that you select for the NAV targets and BOSS are a particular number in the list. If you remove that entry from the list, you may mess up your NAV points. So be sure that you do this as your last option for a level. We typically set up all of the targets as checkpoints to begin. Once we are happy with the way that the game plays and how everything looks and feels, we remove the checkpoints and add in the Target Lists or BOSS.

To Delete any NAV point all you do is select the Delete option, enter in the number of the Point to delete, press Enter and your list will be updated. To Insert another NAV point, you click **Insert NAV Point**, type the position # in the list where you want to insert a Point and then go through the same procedures for the Add option. To Move a NAV point, you select the entry in the list to be moved and press enter. You are now in the VIEW mode. You use the arrow keys to move around and click the mouse where you want your new position to be for that NAV point.

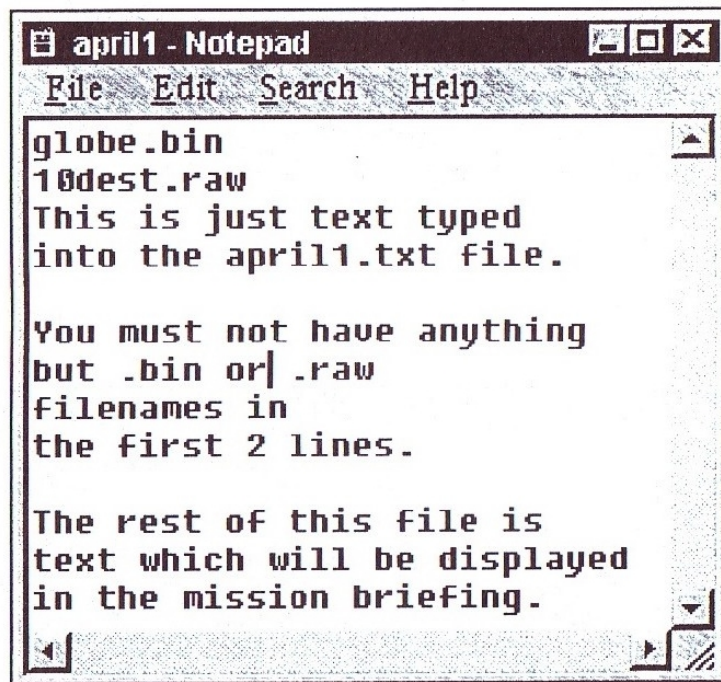
When you switch a Checkpoint point to a Target, you are changing the NAV point to be a target that you will have to hunt down and destroy. When you pick this option you follow the same procedures that you do for defining a Target in the normal addition of NAV points. We typically do not switch over targets, but delete the NAV point and re-enter in the NAV point as a Target List. Then we are able to add in more than one entry for a target list.



## Changing the Text and the Planet of the Mission Briefing

Adding in your own storyline for your world is very easy. If you named your level TEST.LVL, there will be a text file in the ...data directory named TEST.TXT. Open it up using Notepad.

- ❶ *Leave the first line alone if you want a planet to appear.* However, you may modify this by using one of the .bin filenames found in the list of the **Select Complex Model** command in the **Enemy Editor**. For example, substitute head.bin for the default globe.bin file. You will see what happens when you try it... you'll have some interesting looking planets!
- ❷ *The second line is the name of the texture you want wrapped around the planet.* Make sure you type the correct filename for a texture (the texture filenames are found in the Texture Placement Editor, lower right corner).
- ❸ The rest of the text file contains your mission briefing. Don't forget to save the file! Also, keep the text file rather narrow, because the mission briefing screen is not very wide.



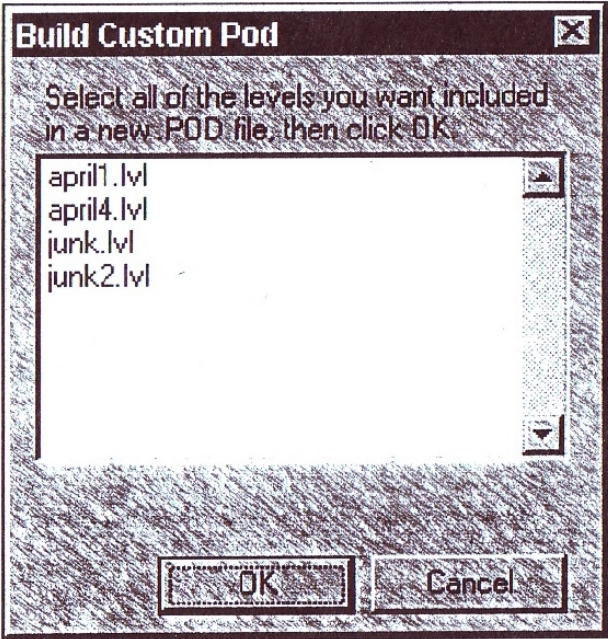
The descriptions for the enemies can be edited in the **Enemy Editor**, in the **Fields** list. Please see that section of the manual for instructions.



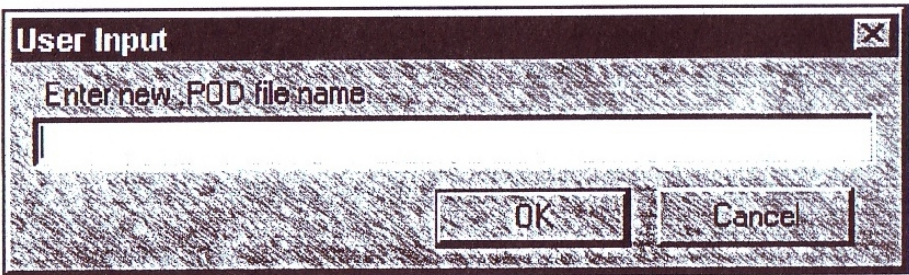
## Playing Your New Worlds

To play your new worlds you simply POD them up. When your levels are complete (or when you just want to give them a test spin) close down the level you are in, and follow these steps:

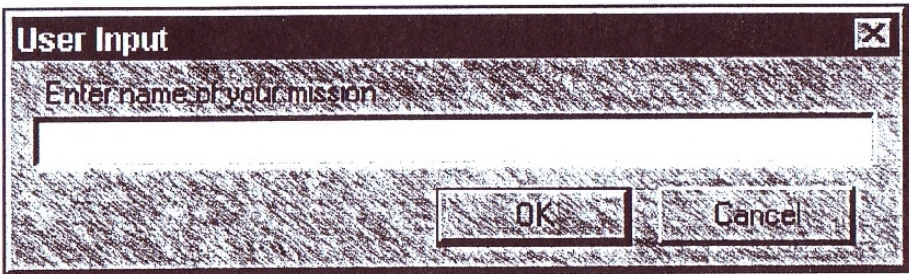
- 1 Click **File** then **Build Custom POD**. You will see a Build Custom Pod dialog.



- 2 Select the level or levels you want by clicking on them. Then click **OK**.
- 3 Enter the name you want to designate your world level(s). Click **OK**.



- 4 You must then enter a Mission name. This is the name that will be displayed when you are at the Microsoft® Fury<sup>3</sup> game screen. Click **OK**.

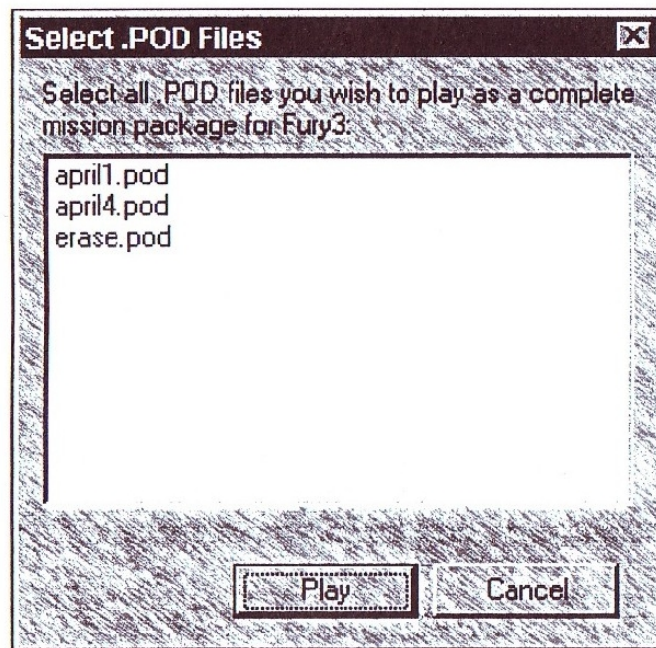




- ⑤ *F!Zone* will generate your POD file and return you to *F!Zone*. Click **File** then **Play Fury3**. You will then see the Play Fury3 dialog. Click **Play Custom Levels**.



- ⑥ Select the POD file or files you wish to play and click **Play**.



You are now playing Microsoft® Fury<sup>3</sup> with the levels you created with the *F!Zone* **Fury3 Editor**. If you selected more than one POD file, you will have the option to start at any of the selected missions.

Have Fun!!!



## **File Structure of F!Zone**

### ***Transferring Worlds to Friends***

You can transfer your new worlds to someone else who has *F!Zone*. Just POD up your levels into a .POD file. There are 2 files needed: the TEST.POD and the TEST.VOX files (the name TEST is simply an example). Transfer them as you would any other file using Explorer (or File Manager). The .POD file will probably be quite large, so you may need to zip them down. Make sure both are transferred into the ...\\Microsoft Fury3\\CUSTOM directory.

### ***Deleting Old Level Files to Free Space on Your Hard Drive***

The files for a "level" are stored primarily in two places: the ...\\LEVELS and ...\\DATA directories. For a normal level, you'll have a .lvl file in the ...\\LEVELS directory, and a bunch of files in the ...\\Microsoft Fury3\\DATA directory (test.raw, test.clr, test.nav, test.txt, etc.). Once you build a POD file, all of these can be deleted. However, once they are gone so is your original level. You won't be able to resurrect it for a future POD. So be careful about deleting files before their time!



## Trouble Shooting

Here are some solutions to problems that may arise as you use *F!Zone*. Try these before contacting Technical Support - they may save you time!

- You got a **Fatal Error** and **Fury3 Editor** closed while you were trying to place an enemy. You probably do not have any enemies defined. Go to the Enemy Editor section of the manual and follow the instructions for defining an enemy. You also must place at least one enemy on your level before it will work. Also, if you try to place an enemy in a tunnel, you must have at least one enemy defined in the tunnel level. Remember, a tunnel is actually a separate level.
- You got an **Invalid Page Fault** while trying to Add Sections while in the Tunnel Segment Editor. Open the tunnel level back up and follow the instructions given in the Tunnel Segment Editor portion of the manual. It must be followed precisely.
- You try to play any *F!Zone* levels, but it keeps saying it **cannot find the .POD file**. You probably didn't install either Microsoft® Fury<sup>3</sup> or *F!Zone* to the default directories. Uninstall them and then re-install them using the factory defaults.
- **None of the enemy ships move**. They just sit there doing nothing. You probably have the Thrust Speed set to 0. Go to the Enemy Editor and increase the speed according to the manual. You may also want to boost their fire power!
- You are playing a level you just created, and **after the Mission Briefing you don't get full screen graphics**. Go to the Enemy Editor and tell your enemies to *Show on briefing?* - **Yes** at the Field List. POD the level up again. Now it will give you the full screen.
- ***F!Zone* seems to be working slowly** or not working at all. Close *F!Zone* and Restart Windows. Then go back into *F!Zone* and try again.
- Your ship just goes down to the ground when you start a newly created mission, but then goes right back up into the sky with a "Mission Completed" message. You must place some NAV Points (Start point, Check point, Jump Zone) so that you do actually have a mission to complete.
- You fly through a tunnel NAV Point, but it doesn't register - **it keeps telling you to "Enter Tunnel."** You must *Fine Tune* the tunnel entrance and exit. Follow the instructions in the Tunnel section of this manual.
- Trains do not need tracks. They just keep going around and around the world until you kill them. It's fun to make them Targets!



## Technical Support

If you are having problems with *F!Zone*, there are several things you can do to efficiently get back under way. Please go through this checklist, in order.

### If you cannot figure out how to do something:

- ✓ Read through this manual.
- ✓ Experiment a little to familiarized yourself with *F!Zone*.
- ✓ If you still cannot figure it out contact WizardWorks Technical Support.

### If you are having problems installing or running *F!Zone*:

- ✓ Read the Trouble Shooting Tips on the preceding page.
- ✓ Make sure Microsoft® Fury<sup>3</sup> works properly by itself.
- ✓ Make sure you are using Windows 95 or Windows 3.1.
- ✓ Make sure your computer meets the minimum requirements.
- ✓ Make sure your CD drive can access other CDs.
- ✓ Uninstall *F!Zone* using the Uninstall icon in the *F!Zone* program group. That will take all *F!Zone* components off your computer. Make sure the bottom of the CD is clean and unscratched. Reinstall *F!Zone*, paying close attention to the installation instructions and any error codes displayed.
- ✓ If it is still not working properly, contact WizardWorks Technical Support.

All registered users are entitled to technical assistance. WizardWorks Technical Support can be obtained by mail, phone, fax, BBS or e-mail at the addresses and numbers listed below. If you can provide us with a fax number, we may be able to fax a specific answer to you very quickly. *Before you call, please be at your computer and have the following information available for the best and most timely assistance:*

### What's wrong?

- ✓ What exactly were you doing?
- ✓ What exactly were the error codes?
- ✓ Does the problem occur regularly?
- ✓ Did you install any other new software?

### What Hardware / Software do you have?

- ✓ Brand of computer & Processor speed (486 DX/66, Pentium 133, etc.)
- ✓ Amount of RAM (8 MB, 16 MB, etc.)
- ✓ Which Windows version

## WizardWorks Technical Support

3850 Annapolis Lane N. Suite 100  
Minneapolis, MN 55447-5443 USA

9:00 AM - 6:00 PM Central Standard Time Monday - Friday

Phone           •612-559-5301  
Fax             •612-577-0631  
24 hr BBS       •612-559-6197  
e-mail [support@www.wizworks.com](mailto:support@www.wizworks.com)  
Web Site   <http://www.wizworks.com>

**Important:** Please DO NOT call Microsoft® Corporation for technical support of *F!Zone*. Microsoft® CANNOT provide technical support for the *F!Zone* Fury3 Editor or the *F!Zone* Special Edition Levels.



